

In the Claims:

Please amend claims 1, 5-7, 9, 11, 16, 22, 24-25, 27, 29, 32 and 39 as follows and cancel claims 2-3, 21-23 and 33-38 without prejudice or disclaimer.

Claim 1 (currently amended) A computerized wagering game apparatus, comprising:

a computerized game controller having a processor for executing a game program, a memory comprising a random access memory (RAM), and a nonvolatile storage, the controller and operable to control the computerized wagering game; and game data stored in the nonvolatile storage and copied into the RAM, wherein the game data ~~stored in nonvolatile storage~~ copied to the RAM is verified during execution and play of the computerized wagering game by hashing with a one-way hash function to produce and a resulting hash value that is compared to a reference hash value using a continuously executing program thread executing on the computerized game controller during play of the computerized wagering game to continuously ensure that game data copied to the RAM has not changed since calculation of the reference hash value.

Claims 2-3 (cancelled)

Claim 4 (original) The computerized wagering game apparatus of claim 2, wherein the computerized wagering game system is brought to a tilt state if the resulting hash value is not the same as the reference hash value.

Claim 5 (currently amended) The computerized wagering game apparatus of claim 2, wherein the reference hash value is stored in a the nonvolatile storage memory comprising a part of the computerized wagering game apparatus.

Claim 6 (currently amended) The computerized wagering game system of claim 1, wherein a system handler application loads and executes encryption functions which are subsequently used to securely load other game data from the nonvolatile storage.

Claim 7 (currently amended) The computerized wagering game apparatus of claim 1, wherein the game data is securely stored in the nonvolatile storage via encryption and is signed with a digital signature before said data and signatures are copied to the random access memory.

Claim 8 (original) The computerized wagering game apparatus of claim 7, wherein the digital signature comprises encryption of the gaming program data with a signer's private key.

Claim 9 (currently amended) The computerized wagering game apparatus of claim 8, further comprising a the nonvolatile memory storage storing a public key corresponding to the signer's private key.

Claim 10 (original) The computerized wagering game apparatus of claim 7, wherein the digital signature comprises encryption with a signer's private key of a hash value produced by hashing the gaming program data with a one-way hash function.

Claim 11 (currently amended) The computerized wagering game apparatus of claim 10, ~~further comprising a~~ wherein the nonvolatile storage memory storing a public key corresponding to the signer's private key.

Claim 12 (original) The computerized wagering game apparatus of claim 7, wherein the gaming program data signed with a digital signature is signed with a digital signature from a regulatory organization, thereby signifying organization approval of the gaming program data.

Claim 13 (original) The computerized wagering game apparatus of claim 1, wherein the computerized game controller is a general-purpose computer.

Claim 14 (previously presented) The computerized wagering game apparatus of claim 13, wherein the general-purpose computer is an IBM PC-compatible computer.

Claim 15 (original) The computerized wagering game apparatus of claim 1, further comprising a network interface connecting the computerized wagering game apparatus to a networked computer.

Claim 16 (currently amended) A method for ~~securing~~ continuously verifying authenticity of game data on of a computerized wagering game apparatus, the method comprising:

copying game data stored in a nonvolatile storage of the apparatus to a RAM of the apparatus;

continuously hashing the data copied to the RAM with a one-way hash function in a continuously executing thread to produce a resulting hash value;

comparing the resulting hash value to a reference hash value in a continuously executing thread to ensure that the data has not changed since calculation of the reference hash value;

wherein the copying, hashing and comparing are carried out continuously during execution of the computerized wagering game,

~~verification of the game data located in RAM during play of a computerized gaming apparatus by a player.~~

Claim 17 (original) The method of claim 16, further comprising encryption of data communicated via the computerized wagering game apparatus over a network.

Claim 18 (original) The method of claim 17, wherein the data communicated over the network comprises instructions to control the operation of the computerized wagering game.

Claim 19 (original) The method of claim 17, wherein the data communicated over the network comprises shared objects for execution on the computerized wagering game.

Claim 20 (original) The method of claim 17, wherein the data communicated over the network comprises data reported by the computerized wagering game.

Claim 21 (Cancelled)

Claim 22 (currently amended) The method of claim ~~21~~ 16, wherein the reference hash value is stored in the nonvolatile storage memory that comprises a part of the computerized wagering game apparatus.

Claim 23 (Cancelled)

Claim 24 (currently amended) The method of claim ~~21~~ 16, further comprising bringing the computerized wagering game to a tilt state if the resulting hash value is not the same as the reference hash value.

Claim 25 (currently amended) The method of claim 16, ~~wherein~~ further comprising encryption of the data stored in copied to the RAM of the computerized gaming apparatus, the encryption comprises signing the data with a digital signature.

Claim 26 (original) The method of claim 25, wherein signing the data with a digital signature comprises encryption of the data with a signer's private key.

Claim 27 (currently amended) The method of claim 26, wherein a public key corresponding to the signer's private key is stored in the nonvolatile storage memory ~~comprising a part of the computerized wagering game apparatus.~~

Claim 28 (original) The method of claim 26, wherein signing the data with a digital signature comprises:

computing a hash value from the data produced with a one-way hash function;
and
encrypting the hash value with a signer's private key.

Claim 29 (currently amended) The method of claim 28, wherein a public key corresponding to the signer's private key is stored in the nonvolatile storage memory ~~comprising a part of the computerized wagering game apparatus.~~

Claim 30 (original) The method of claim 16, wherein the computerized wagering game apparatus comprises a general-purpose computer.

Claim 31 (original) The method of claim 30, wherein the general-purpose computer comprises an IBM PC-compatible computer.

Claim 32 (currently amended) The method of claim 16 25, wherein the encrypting of the data comprises use of a symmetric encryption algorithm to encrypt data.

Claims 33-38 (cancelled)

Claim 39 (currently amended) A computerized wagering game apparatus, comprising:

a computerized game controller having a processor, a main memory comprising a random access memory (RAM) and a nonvolatile storage and operable to control the computerized wagering game;

gaming program code and gaming program code signature stored in the nonvolatile storage, and

an authentication program stored in nonvolatile storage, wherein the authentication program, when executed, continually copies gaming program code and signature from the nonvolatile storage to the RAM during execution of the gaming program code and continually verifies that the gaming program code ~~in nonvolatile storage~~ has not changed by means of generating a message digest from the gaming program code copied to the RAM, decrypting the message digest using a first decryption program; decrypting the gaming program code signature with a second decryption program and comparing the two decrypted messages to verify that they are identical, wherein the authentication program ~~may be~~ is continuously executed on the gaming program code copied to the RAM by a continuously executing program thread executing on the game controller during play of the computerized wagering game by a player.